

FIG.1

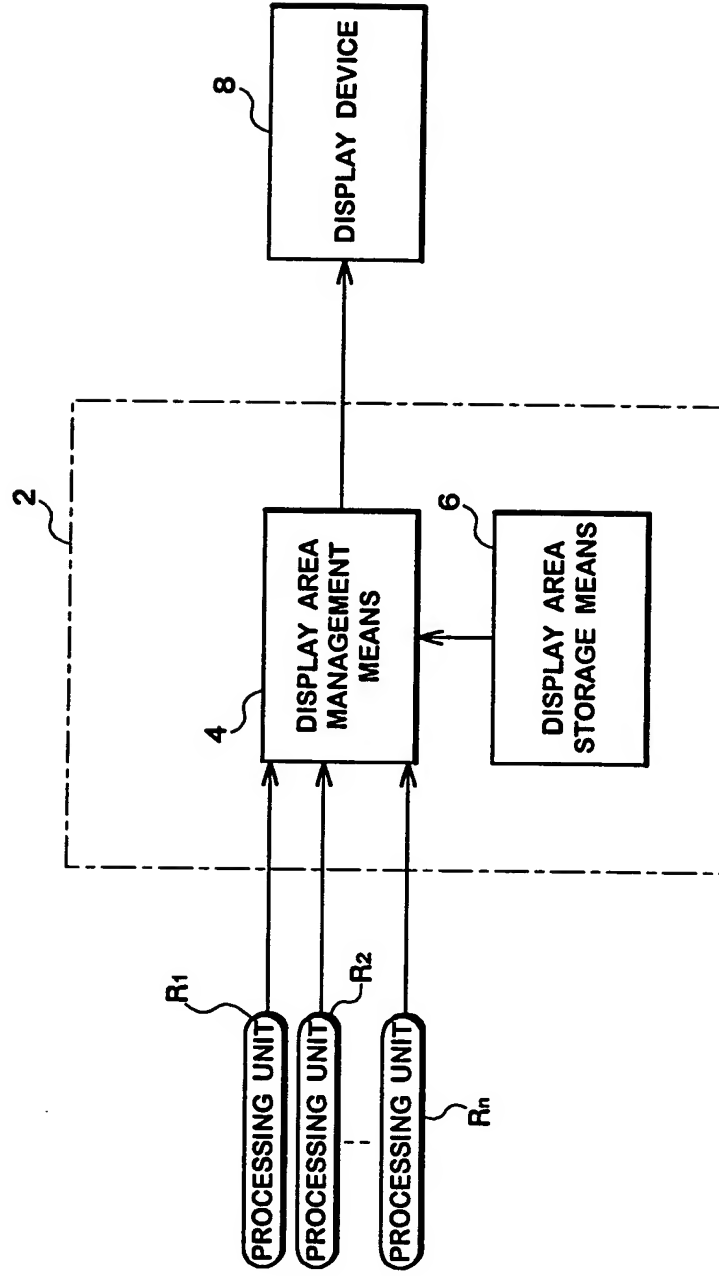


FIG.2

FIRST EMBODIMENT(GENERAL CONFIGURATION)

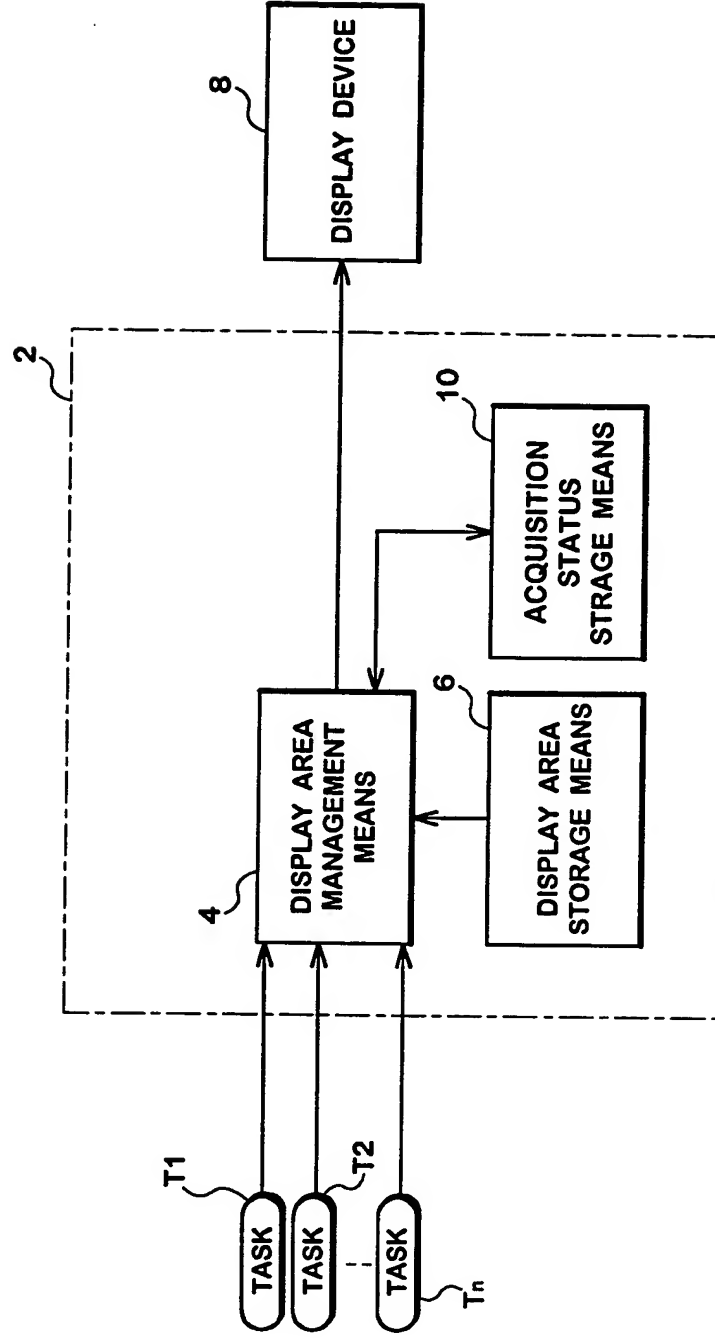


FIG.3

FIRST EMBODIMENT (HEADWARE CONFIGURATION)

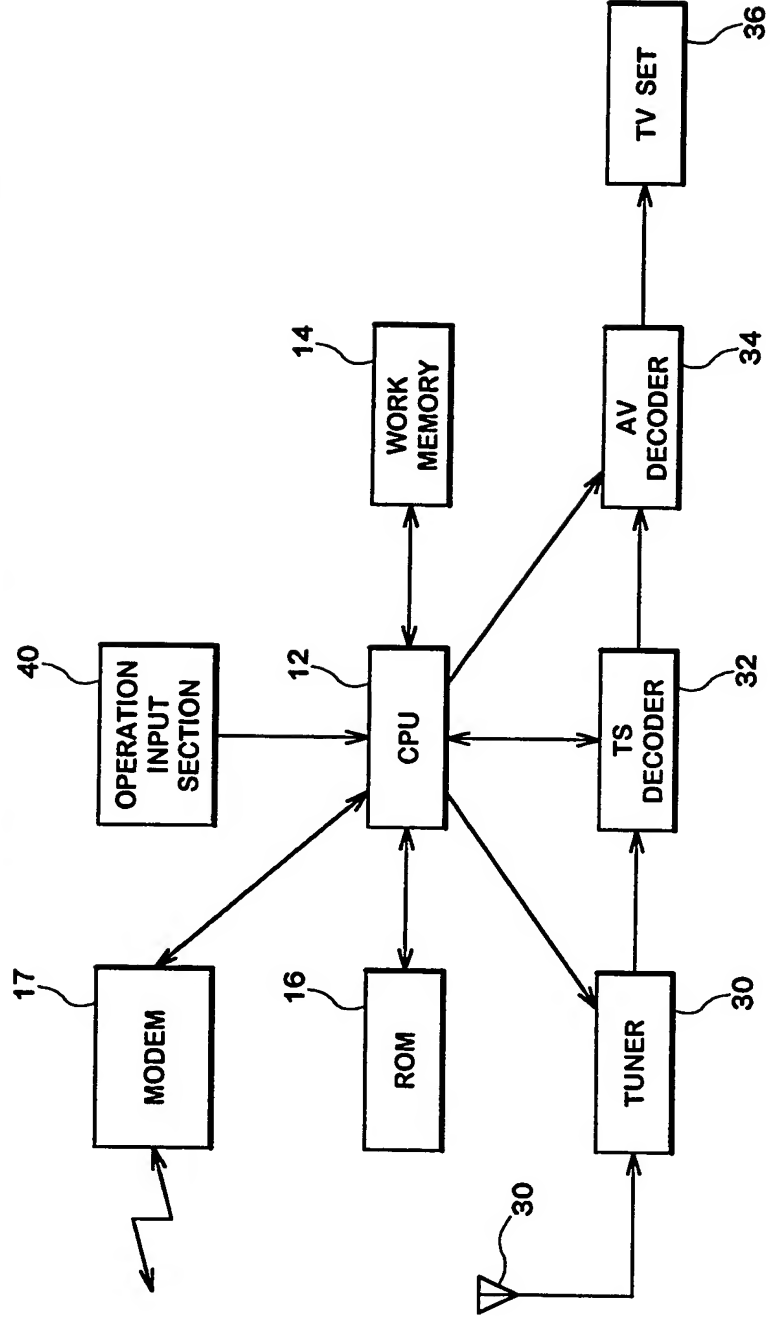
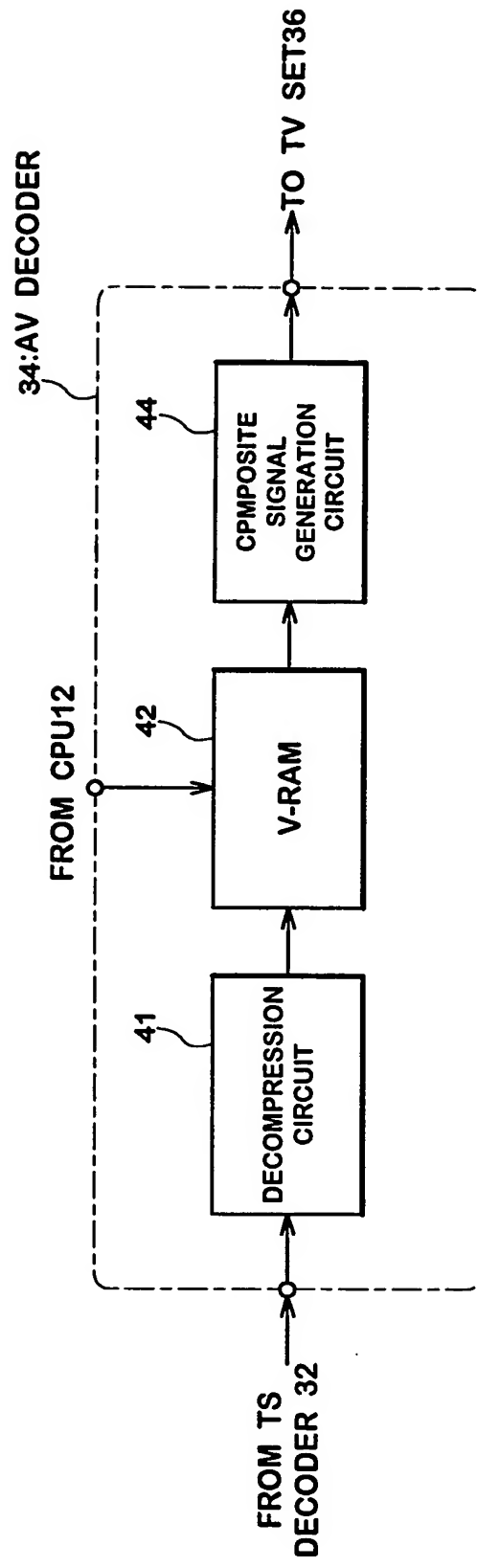
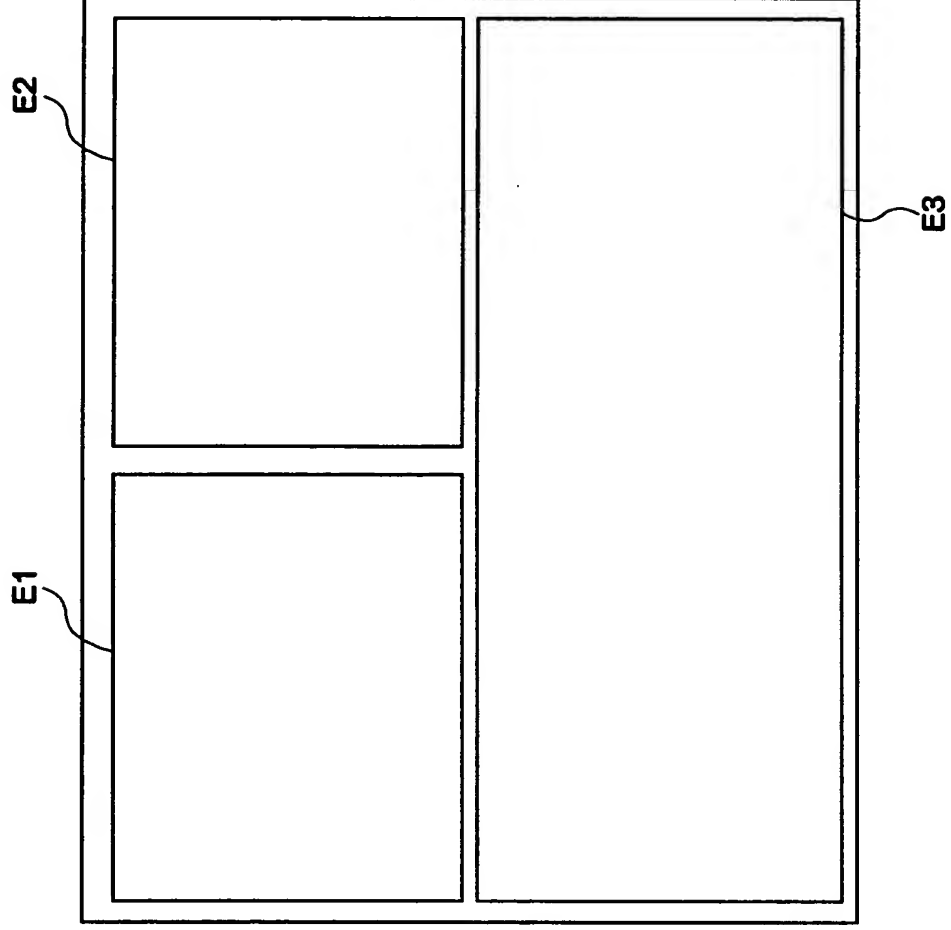


FIG.4



**FIG.5**

**DISPLAY AREA DEFINITION EXAMPLE**



## FIG.6

DISPLAY AREA DEFINITION TABLE

AREA	ORIGIN COORDINATE	WIDTH	HIGHT	REMARKS
E 1	(0, 0)	340	210	UPPER LEFT HALF SCREEN AREA
E 2	(340, 0)	340	210	UPPER RIGHT HALF SCREEN AREA
E 3	(0, 210)	680	210	LOWER HALF SCREEN AREA

# FIG.7

## ACQUISITION STATUS STORAGE TABLE

A

AREA	TASK
E 1	
E 2	
E 3	

B

AREA	TASK
E 1	
E 2	T 1
E 3	

# FIG.8

## FIRST EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)

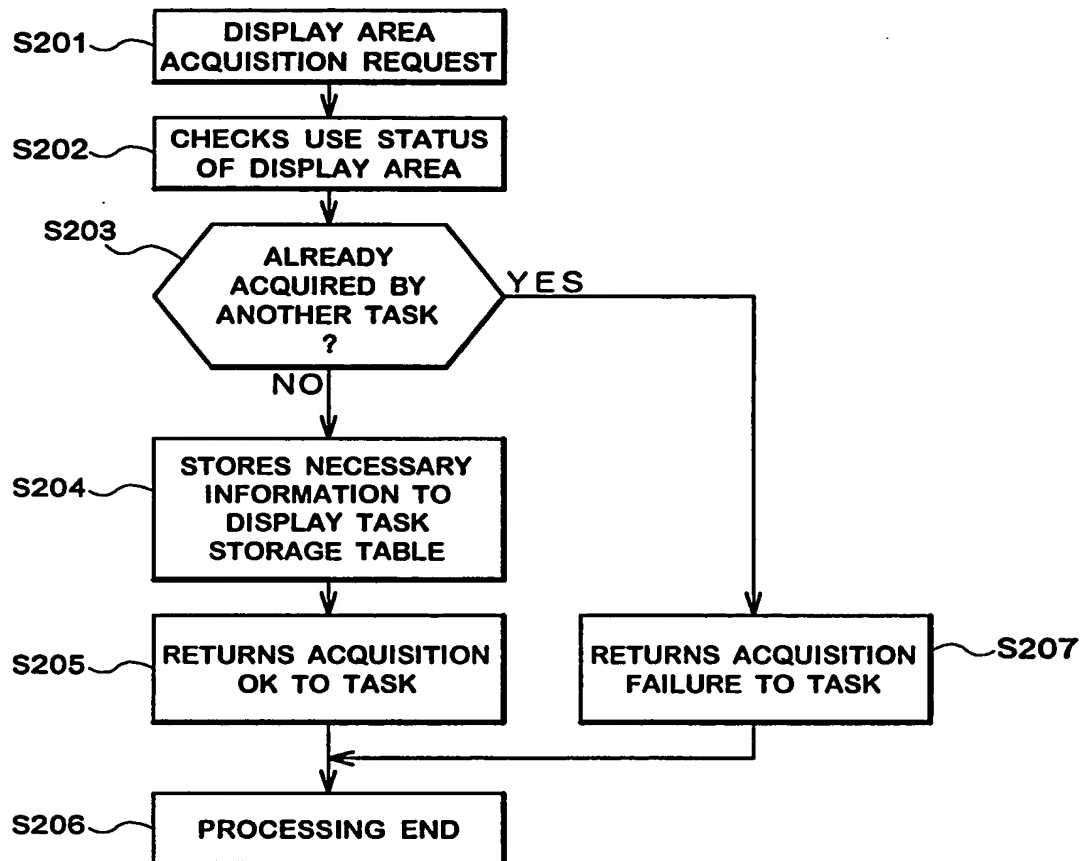




FIG.9

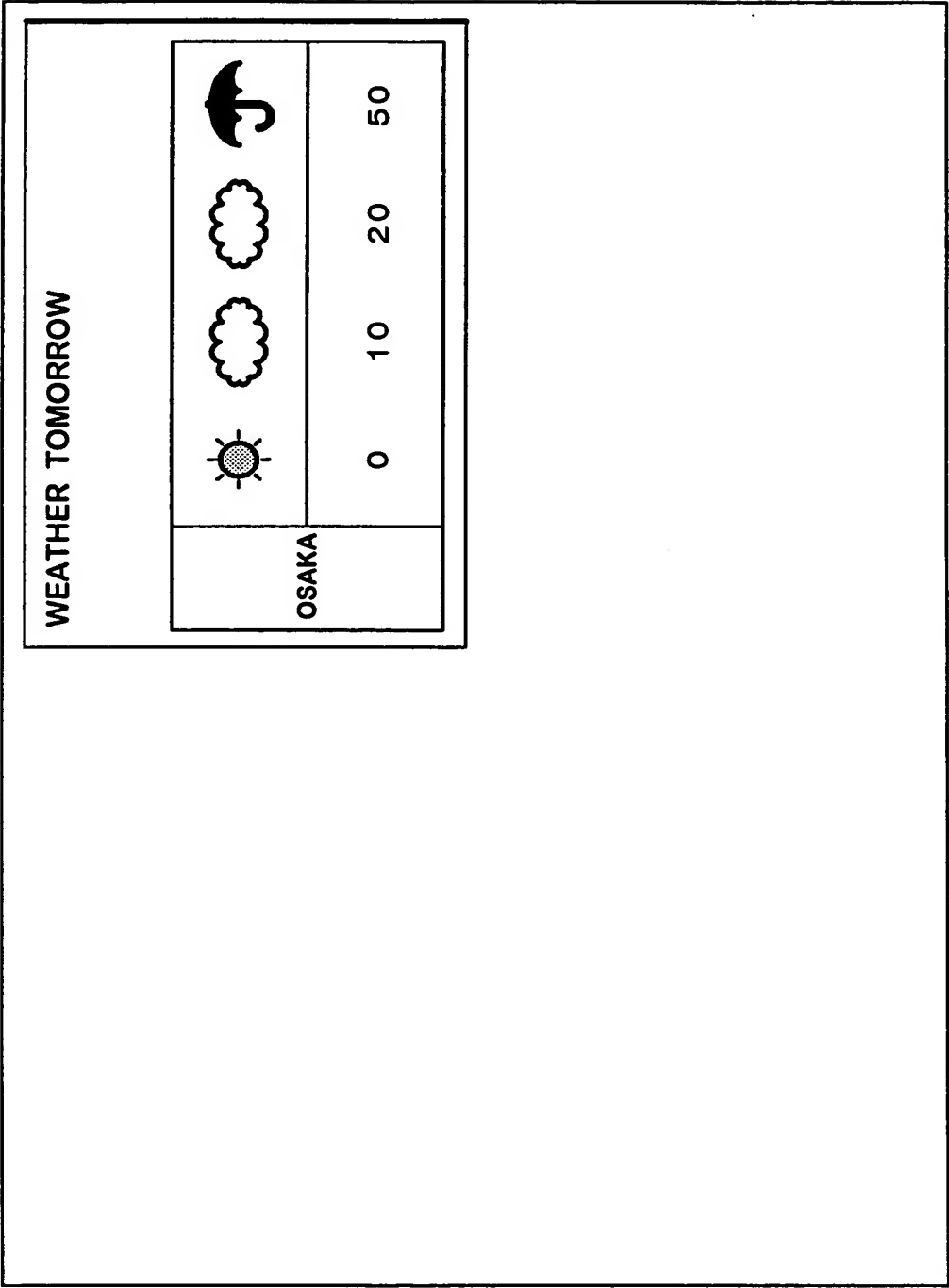


FIG.10

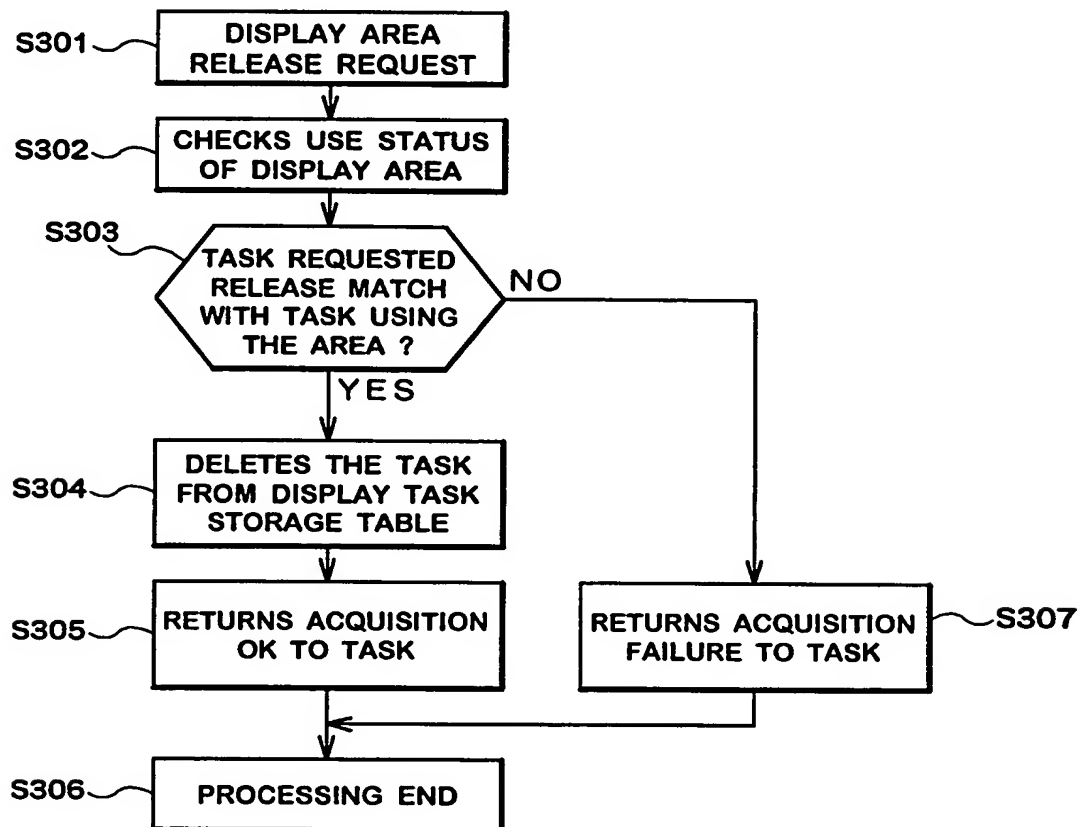
<b>RESERVE</b>		<b>WEATHER TOMORROW</b>	
<div style="display: flex; justify-content: space-between;"> <div>DISCOVERY JAPAN</div> <div>GUIDE#4</div> <div style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">TRIP</div> <div>622</div> </div>		<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  0         </div> <div style="text-align: center;">  10         </div> <div style="text-align: center;">  20         </div> <div style="text-align: center;">  30         </div> </div>	
<div style="display: flex; justify-content: space-between;"> <div>FOR RESERVE RECORDING...</div> <div>RESERVE RECORDING</div> </div>		OSAKA	
<div style="display: flex; justify-content: space-between;"> <div>FOR RESERVE VIEWING...</div> <div>RESERVE VIEWING</div> </div>			
BY ▲▼▼▲...		RETURN	

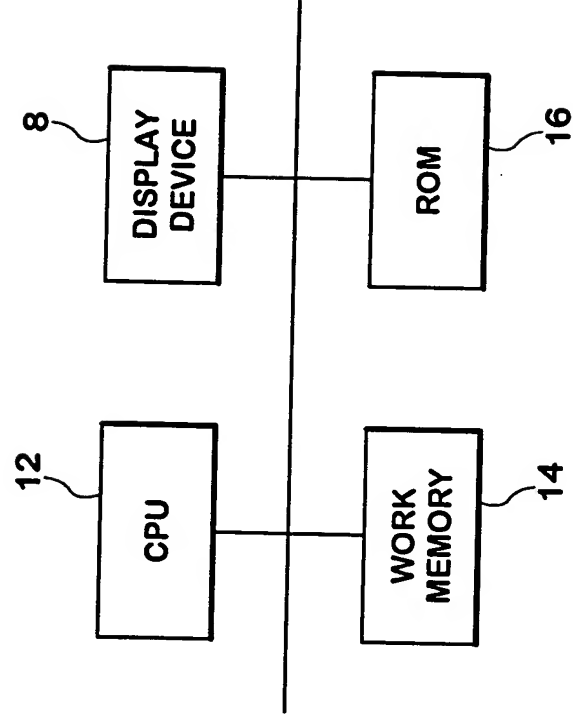
<b>PROGRAM SCHEDULE</b>					
BOOOK TV NEWS #74    4/26 (MON)    15:00~16:00 <span style="border: 1px solid black; padding: 2px 5px;">BOOK</span> 627					
4/26 (MON)	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px 5px;">LET'S TRY</div> <div>626</div> <div style="border: 1px solid black; padding: 2px 5px;">BOOK</div> <div>627</div> <div style="border: 1px solid black; padding: 2px 5px;">C</div> <div>628</div> </div>				
15	<div style="display: flex; justify-content: space-between;"> <div>00 ANIMAL GET TOGETHER</div> <div>00 BOOK TV NEWS #74</div> <div>00 MOM &amp; KIDS TIME</div> </div>				
16	<div style="display: flex; justify-content: space-between;"> <div>30 INFORMATION PROGRAM <span style="border: 1px solid black; padding: 2px 5px;">I</span></div> <div>00 FISHING BATTLE</div> <div>00 TRY KIDS...</div> <div>00 FRIEND TIME</div> </div>				
		30	MAGAZINE...		

# FIG.11

## FIRST EMBODIMENT (FLOW CHART OF RELEASE REQUEST PROCESSING)

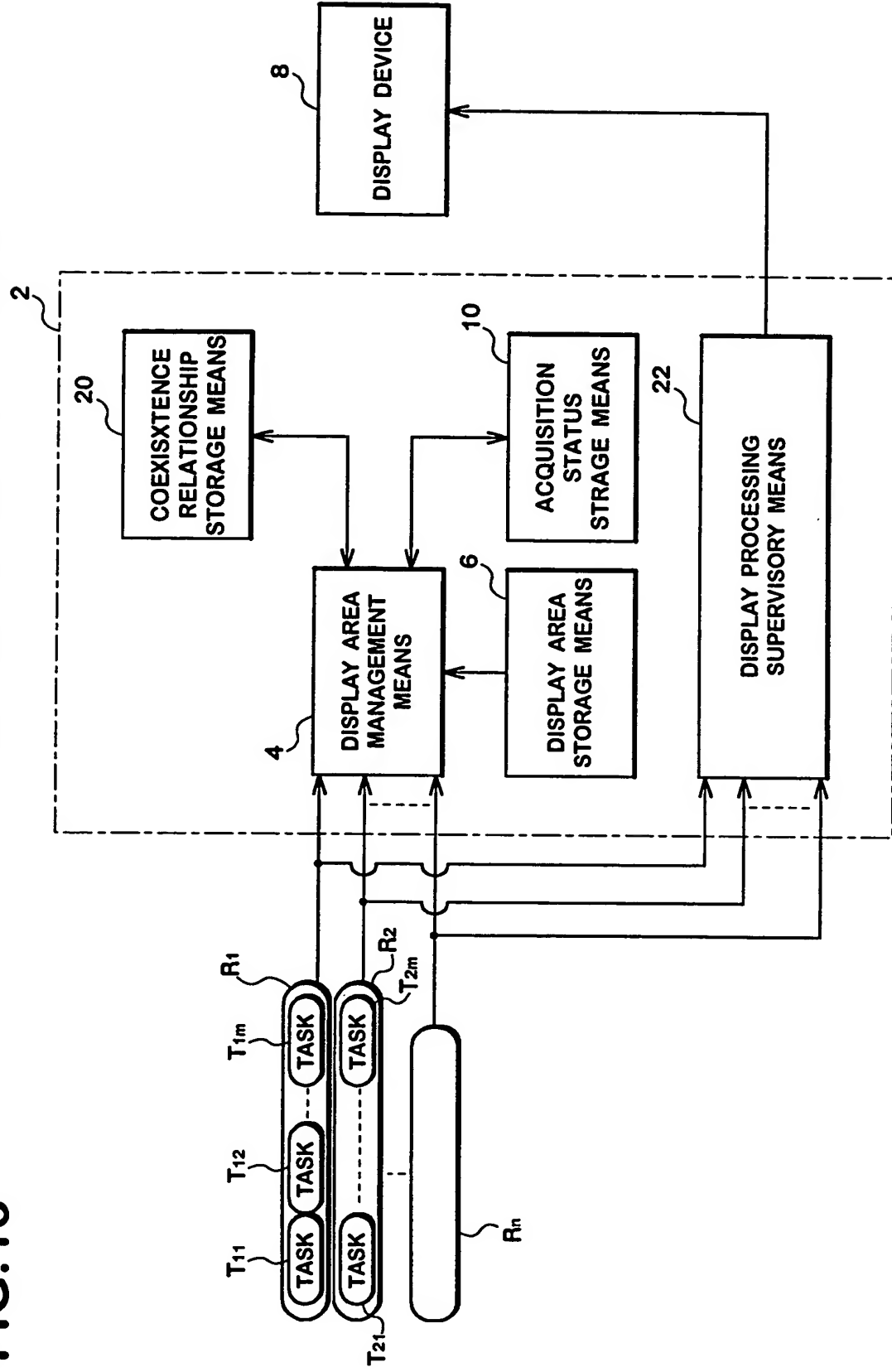


**FIG.12**



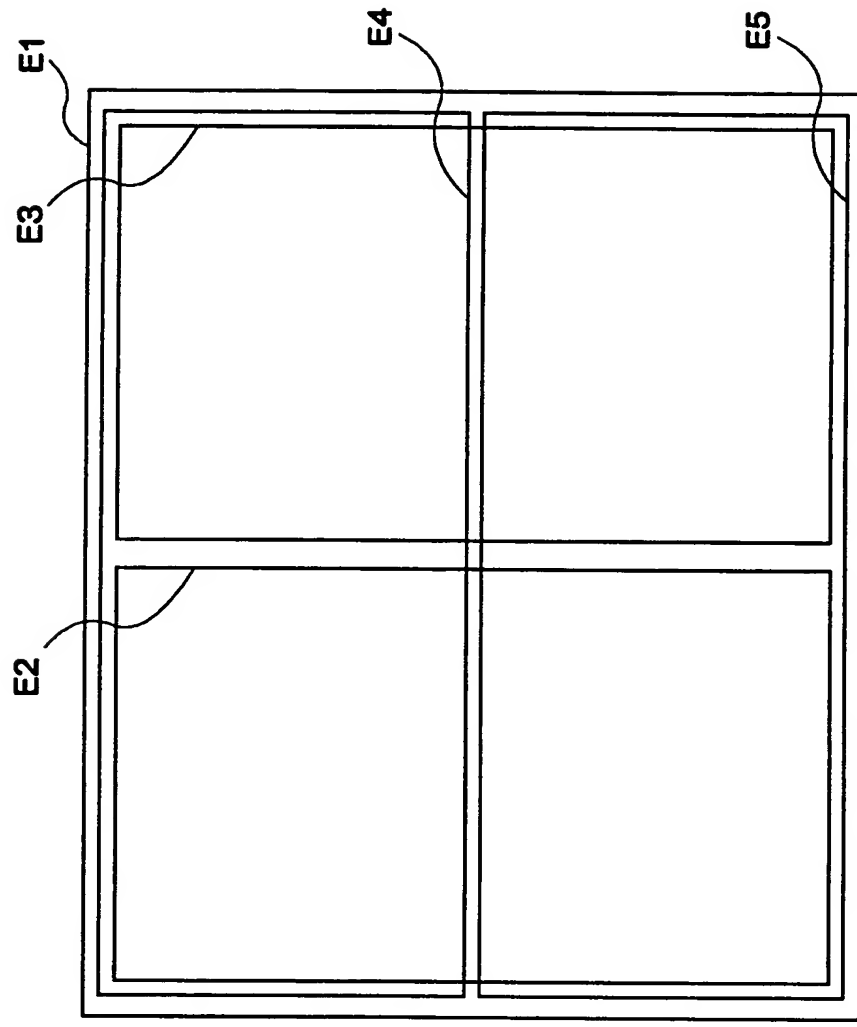
# FIG.13

## SECOND EMBODIMENT(GENERAL CONFIGURATION)



**FIG.14**

**DISPLAY AREA DEFINITION EXAMPLE**



# FIG.15

## DISPLAY AREA DEFINITION TABLE

AREA	ORIGIN COORDINATE	WIDTH	HIGHT	REMARKS
E 1	(0, 0)	680	420	ENTIRE SCREEN AREA
E 2	(0, 0)	340	420	LEFT HALF SCREEN AREA
E 3	(340, 0)	340	420	RIGHT HALF SCREEN AREA
E 4	(0, 0)	680	210	UPPER HALF SCREEN AREA
E 5	(0, 210)	680	210	LOWER HALF SCREEN AREA

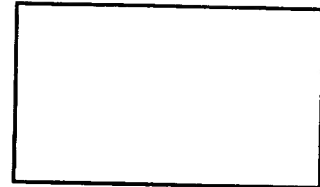
# FIG.16

## ACQUISITION STATUS STORAGE TABLE

## DISPLAY SCREEN

A

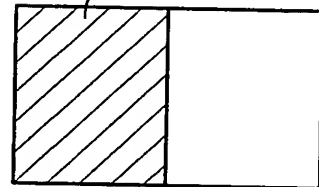
AREA	PROCESSING UNIT	KEY NUMBER
E1		
E2		
E3		
E4		
E5		



B

AREA	PROCESSING UNIT	KEY NUMBER
E1		
E2	R1	2105151305
E3		
E4		
E5		

DISPLAY BY  
PROCESSING  
UNIT R1

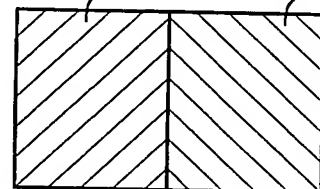


C

AREA	PROCESSING UNIT	KEY NUMBER
E1		
E2	R1	2105151305
E3	R2	3205151307
E4		
E5		

DISPLAY BY  
PROCESSING  
UNIT R1

DISPLAY BY  
PROCESSING  
UNIT R2

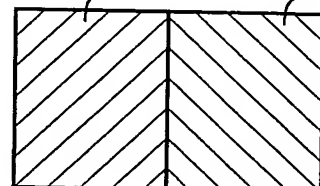


D

AREA	PROCESSING UNIT	KEY NUMBER
E1		
E2	R4	2105151309
E3	R2	3205151307
E4		
E5		

DISPLAY BY  
PROCESSING  
UNIT R4

DISPLAY BY  
PROCESSING  
UNIT R2





# FIG.17

## COEXISTENCE RELATIONSHIP TABLE

AREA	AREAS WHICH CANNOT COEXIST
E1	E2, E3, E4, E5
E2	E1, E4, E5
E3	E1, E4, E5
E4	E1, E2, E3
E5	E1, E2, E3

# FIG.18

## SECOND EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)

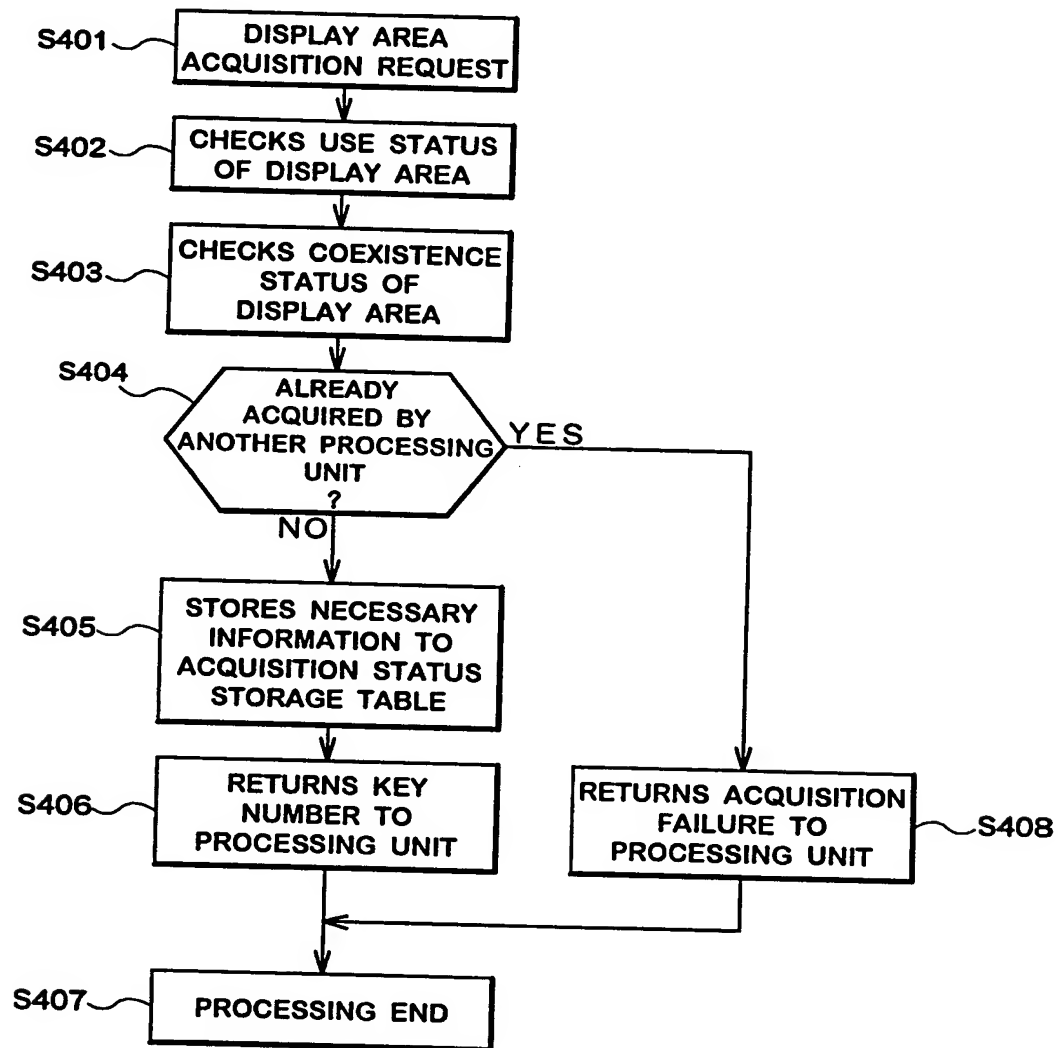


FIG.19

PROGRAM SCHEDULE			
BOOOK TV 4/26 (MON) NEWS #74 15:00~16:00 BOOK 627			
4/26 (MON)	BOOK 627	C 628	
15	00 BOOK TV NEWS #74	00	MOM & KIDS TIME
16	00 TRY KIDS...	00	FRIEND TIME
	30 MAGAZINE...		
17	00 FEEL LIKE READING	00	MANIAC TIME

**FIG.20**

**SECOND EMBODIMENT  
(FLOW CHART OF SUPERVISORY PROCESSING)**

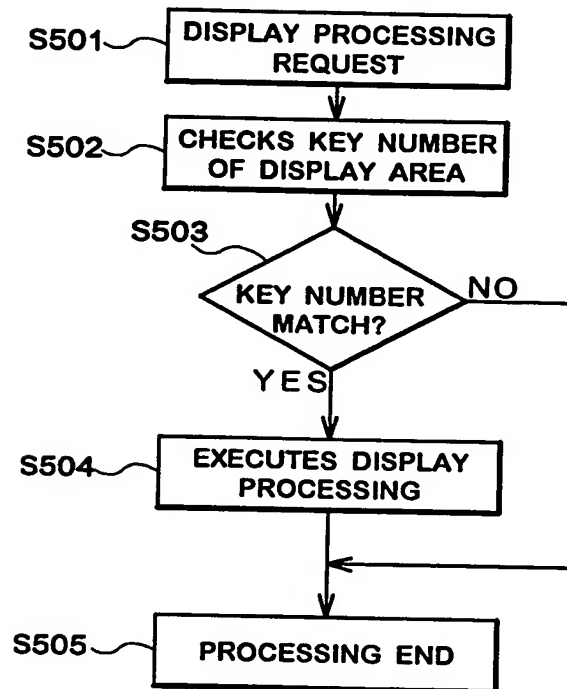








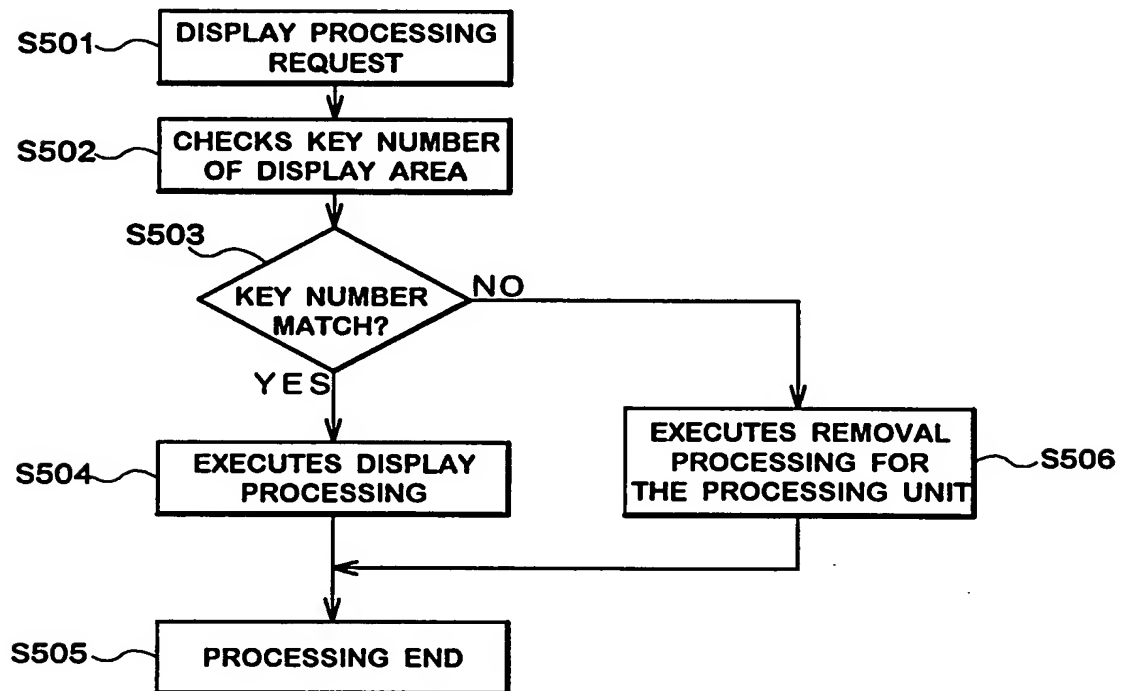


FIG.21

PROGRAM SCHEDULE				WEATHER FORECAST			
BOOOK TV 4/26 (MON) NEWS #74 15:00~16:00 <span>BOOK</span> 627				TODAY			
4/26 (MON)	<span>BOOK</span> 627	<span>C</span> 628		OSAKA			
15	00 BOOK TV NEWS #74	00 MOM & KIDS TIME					
				0	10	20	30
				TOMORROW			
	00 TRY KIDS...	00 FRIEND TIME		OSAKA			
16	30 MAGAZINE...						
				50	60	20	20
17	00 FEEL LIKE READING	00 MANIAC TIME					

# FIG.22

## SECOND EMBODIMENT (FLOW CHART OF SUPERVISORY PROCESSING)



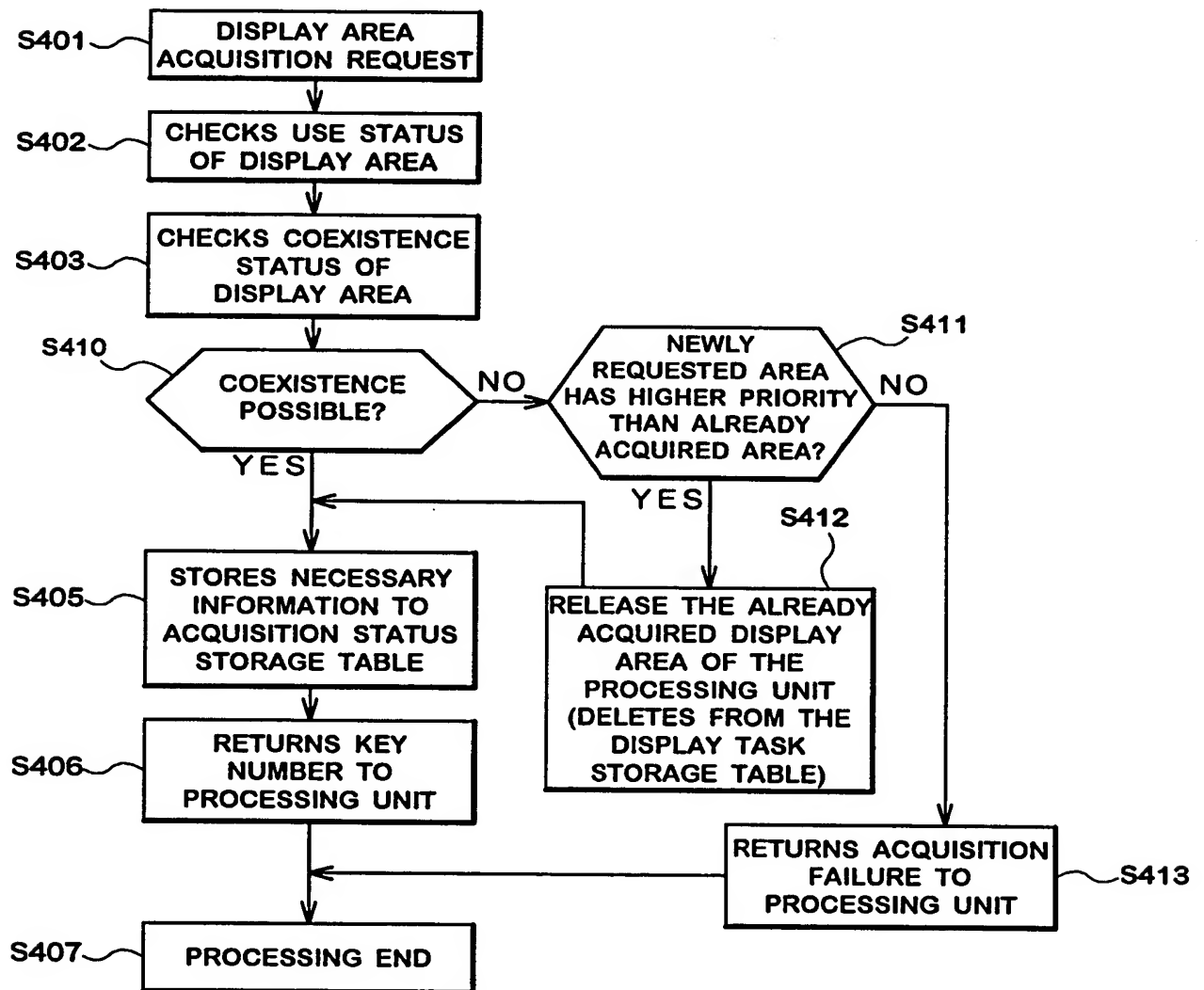
# FIG.23

DISPLAY PRIORITY TABLE

AREA	PRIORITY
E 1	1
E 2	2
E 3	2
E 4	3
E 5	3

# FIG.24

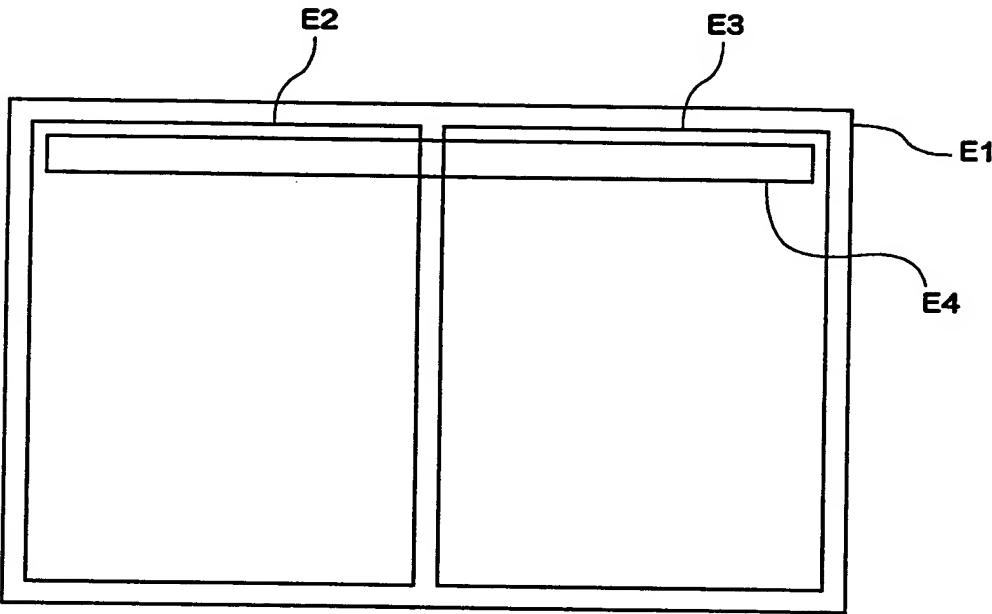
## THIRD EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)





**FIG.25**

**DEFINITIONS OF DISPLAY AREAS ON SCREEN**



**FIG.26**

**COEXISTENCE RELATIONSHIP TABLE**

AREA	AREA WHICH CANNOT COEXIST
E 1	E 2, E 3
E 2	E 1
E 3	E 1
E 4	

# FIG.27

DISPLAY AREA PRIORITY TABLE

AREA	PRIORITY
E 1	2
E 2	3
E 3	3
E 4	1

# FIG.28

## FLOW CHART OF DISPLAY PROCESSING

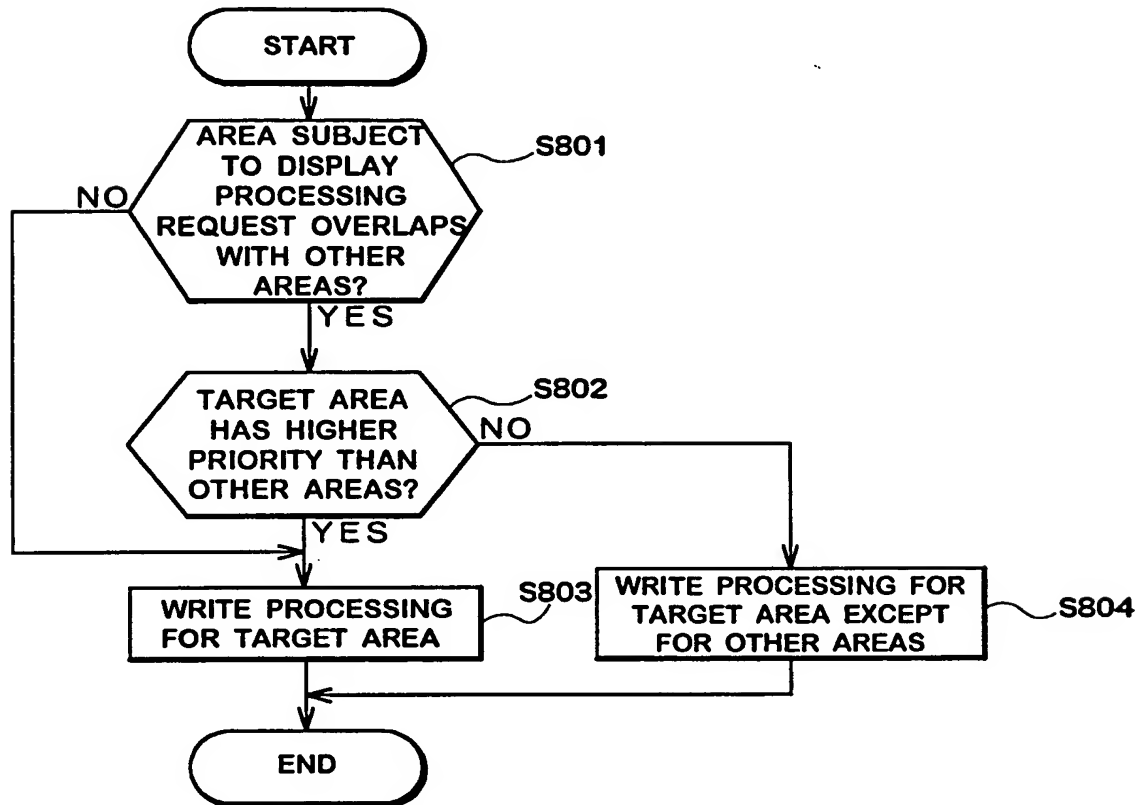
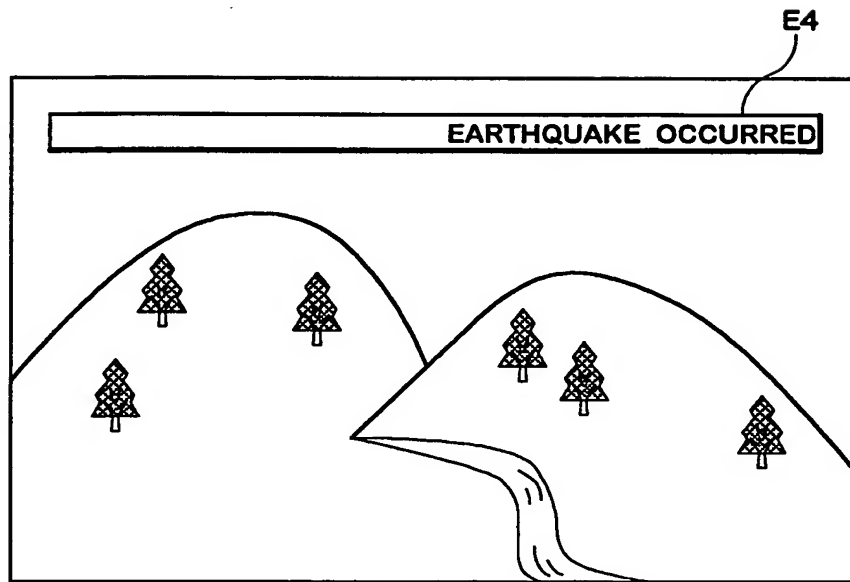


FIG.29



# FIG.30

PROCESSING UNIT PRIORITY TABLE

AREA	PRIORITY
T 1	2
T 2	1
T 3	4
T 4	3

# FIG.31

## FOURTH EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)

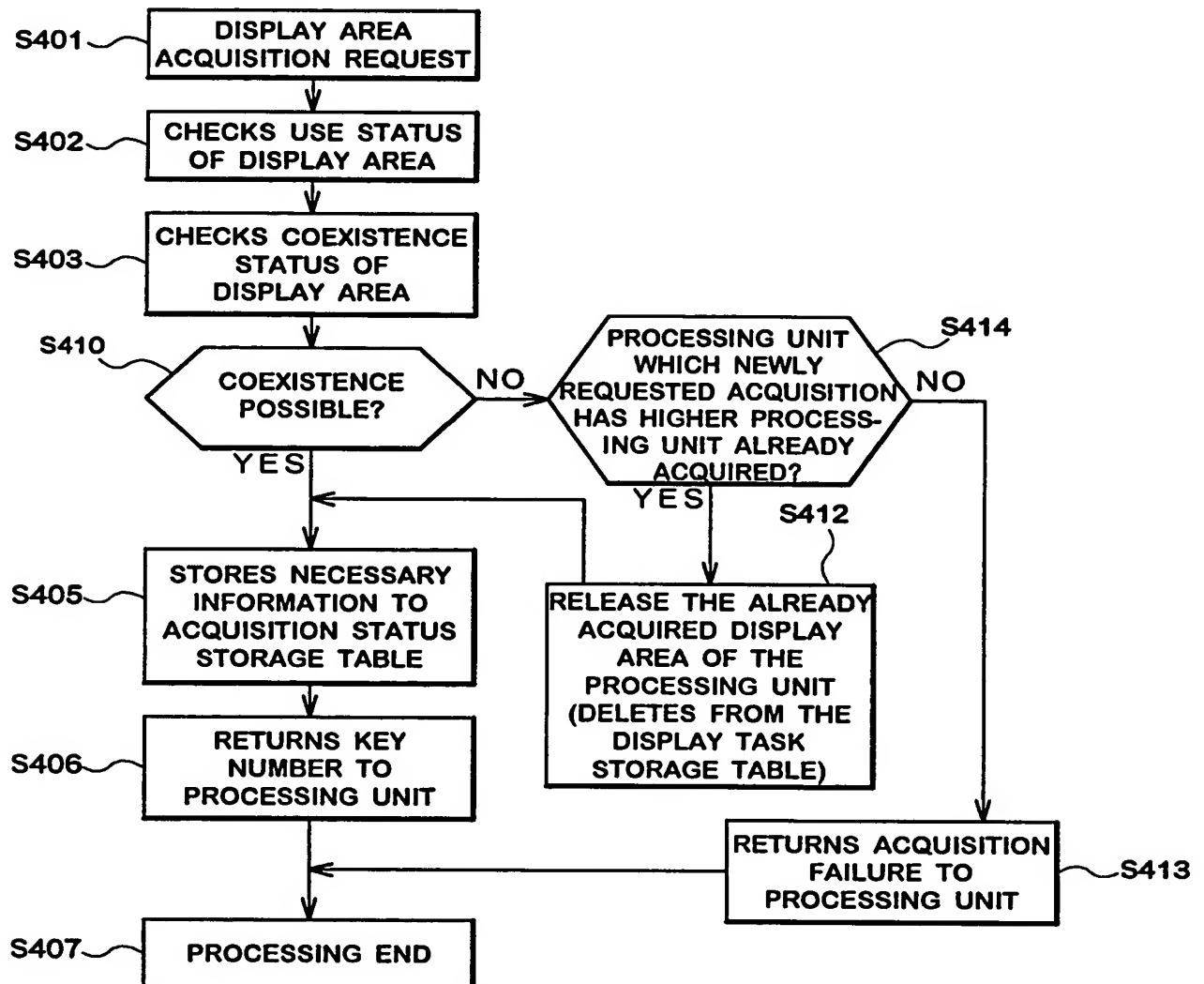
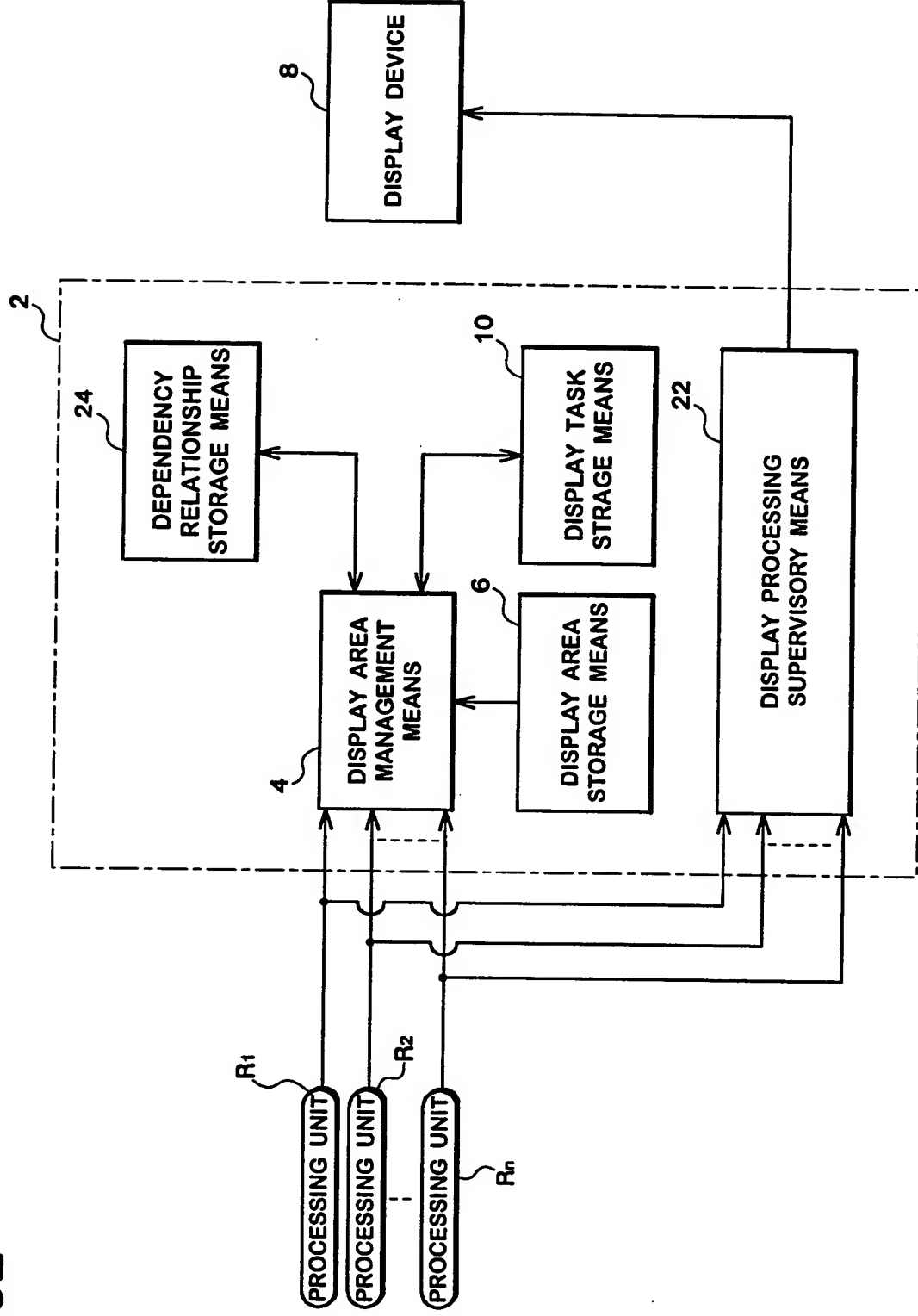


FIG.32

FIFTH EMBODIMENT(GENERAL CONFIGURATION)



**FIG.33**

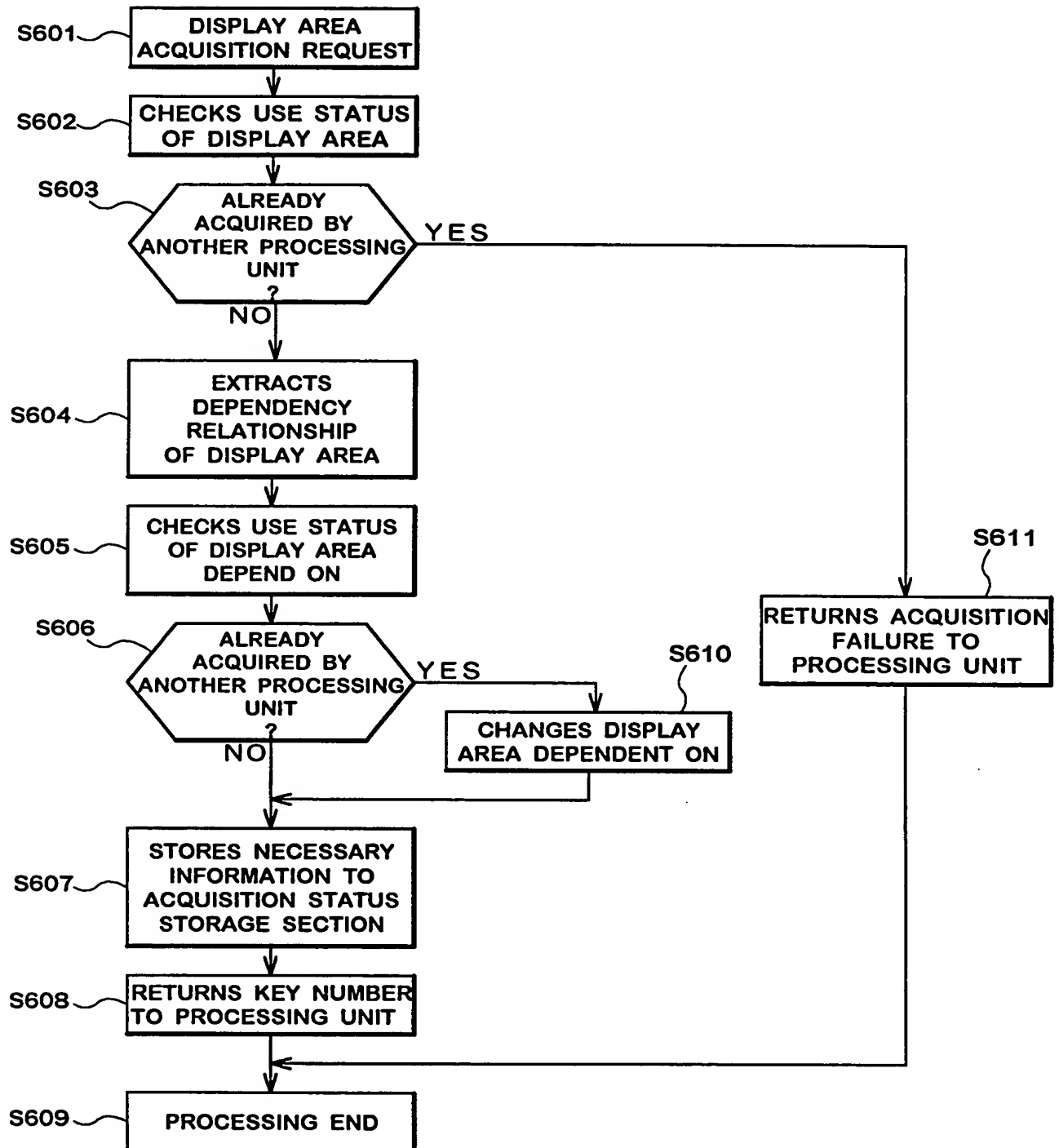
**DEPENDENCY RELATIONSHIP TABLE**

AREA	AREA TO DEPENDON	AREA TO BE CHANGED
↓	↓	↓
E 2	E 1	E 3
E 2	E 4	E 3
E 2	E 5	E 3
↓	↓	↓
E 5	E 1	E 4



# FIG.34

## FIFTH EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)



# FIG.35

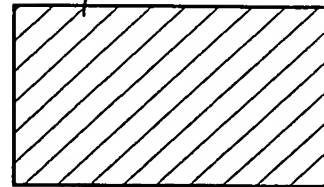
## ACQUISITION STATUS STORAGE TABLE

## DISPLAY SCREEN

A

AREA	PROCESSING UNIT	KEY NUMBER
E 1	T 1	1 1 0 5 1 5 1 3 1 2
E 2		
E 3		
E 4		
E 5		

DISPLAY BY  
PROCESSING  
UNIT R1



B

AREA	PROCESSING UNIT	KEY NUMBER
E 1		
E 2	T 2	2 2 0 5 1 5 1 3 2 1
E 3	T 1	3 1 0 5 1 5 1 3 2 2
E 4		
E 5		

DISPLAY BY  
PROCESSING  
UNIT R2

DISPLAY BY  
PROCESSING  
UNIT R1

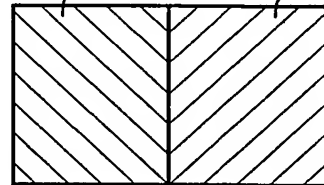
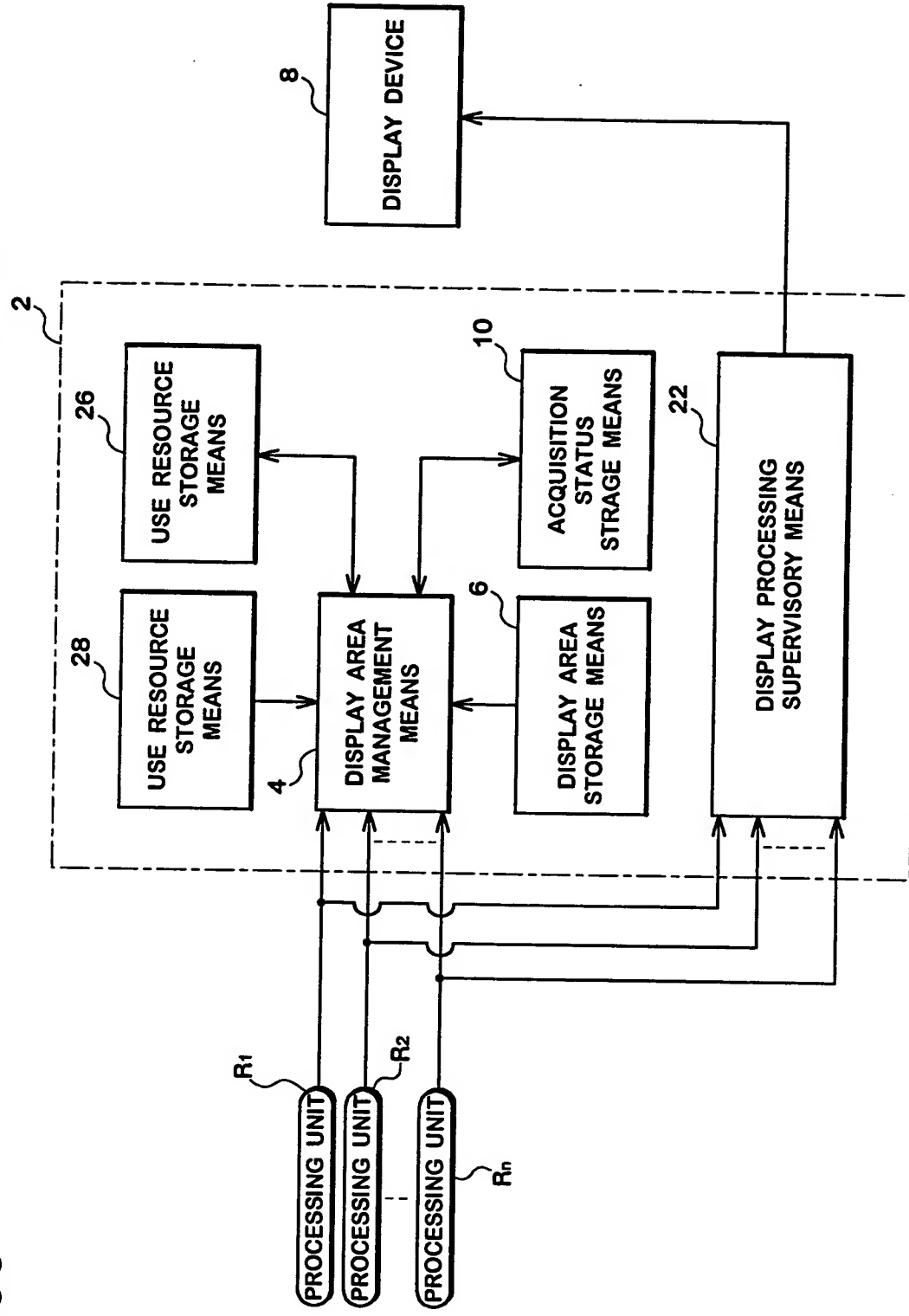


FIG.36

SIXTH EMBODIMENT(GENERAL CONFIGURATION)



# FIG.37

## AVAILABLE RESOURCE TABLE

PROCESSING UNIT	AVAILABLE RESOURCE
R 1	MODEM
R 2	MODEM,SPEAKER
R 3	NONE

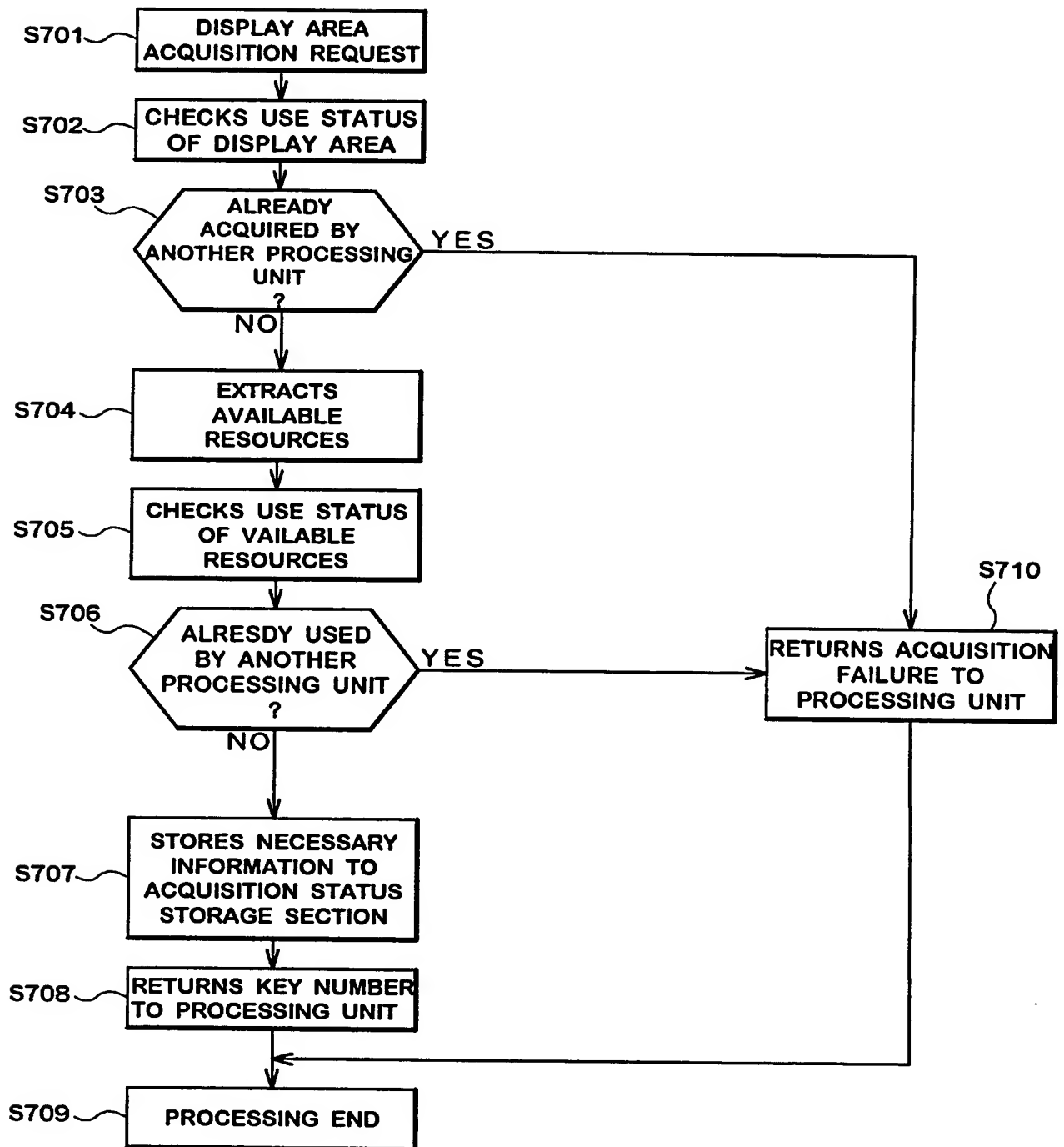
# FIG.38

## USE RESOURCE TABLE

RESOURCE	PROCESSING UNIT USING RESOURCE
MODEM	R 1
SPEAKER	
VIDEO	

# FIG.39

## SIXTH EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)



**FIG.40**

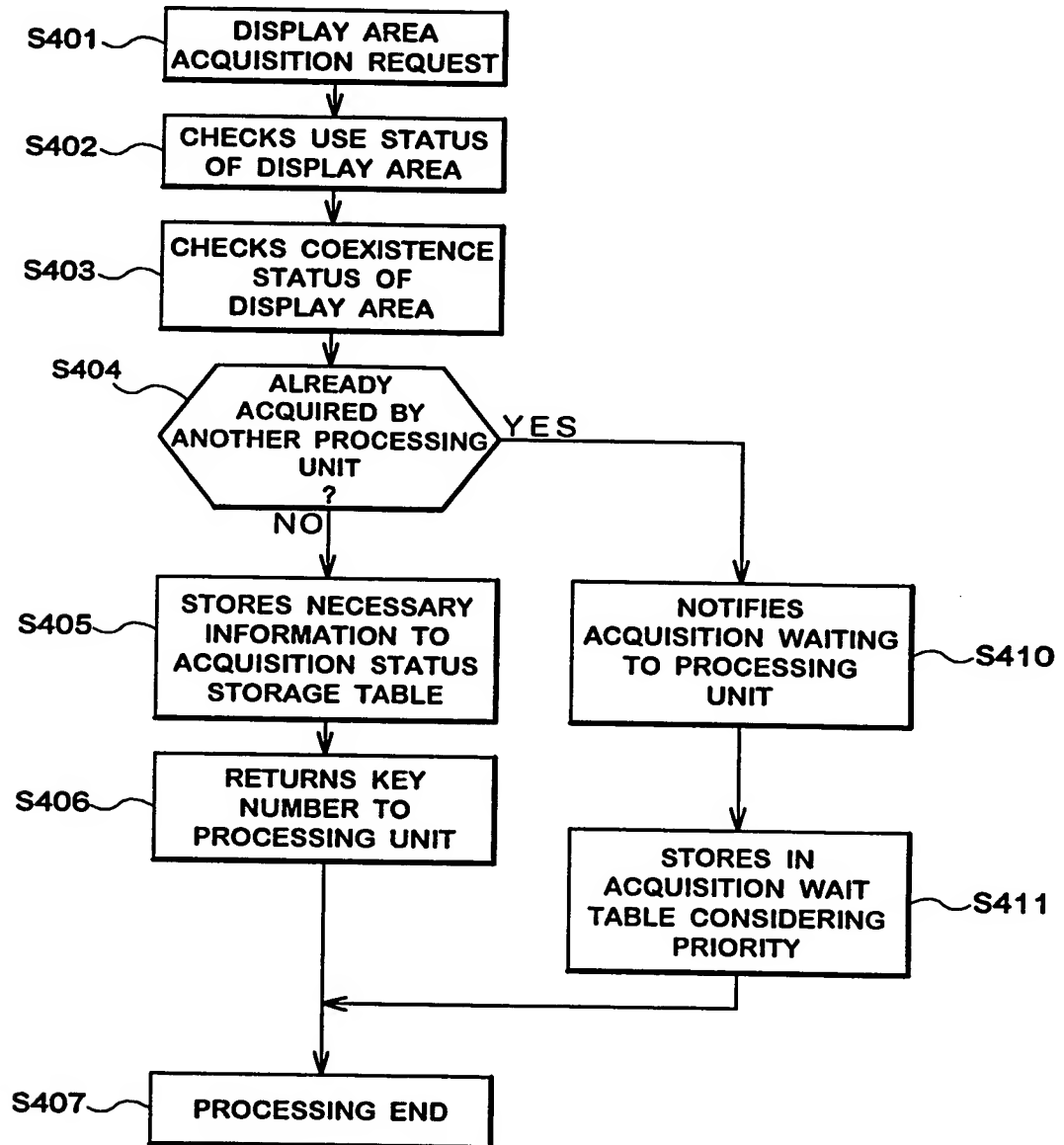
I AM APPLYING TO THE JAPAN  
TELEPHONE SHOPPING CENTER  
FOR THE PURCHASE OF  
PRODUCT 00000

APPLY

CANCEL

# FIG.41

## SEVENTH EMBODIMENT (FLOW CHART OF ACQUISITION REQUEST PROCESSING)



# FIG.42

## SEVENTH EMBODIMENT (FLOW CHART OF RELEASE REQUEST PROCESSING)

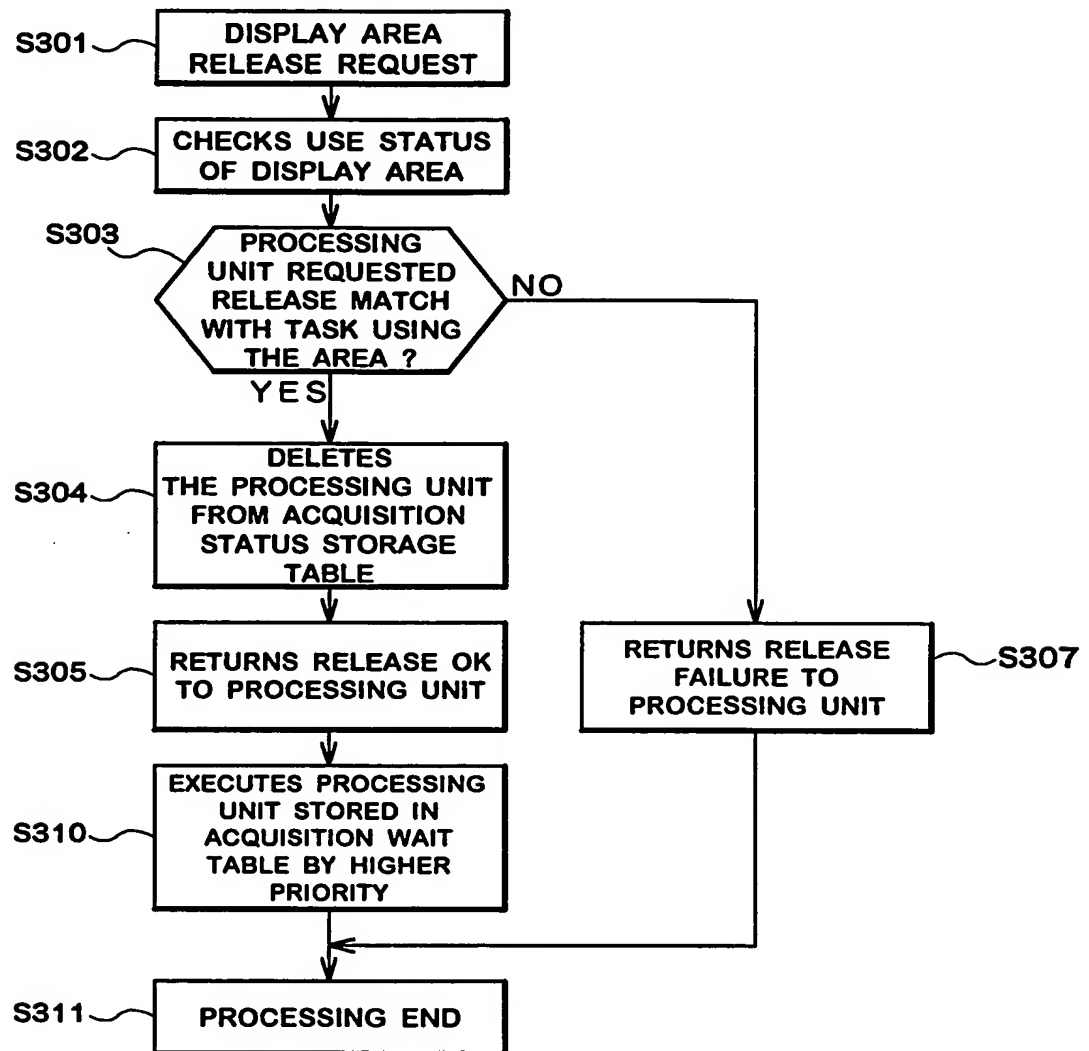




FIG.43

ACQUISITION WAIT TABLE

A

PROCESSING UNIT	REQUESTED AREA

B

PROCESSING UNIT	REQUESTED AREA
R 4	E 2

# FIG.44

## SEVENTH EMBODIMENT (FLOW CHART OF PROCESSING OF ACQUISITION REQUESTS IN WAITING STATUS)

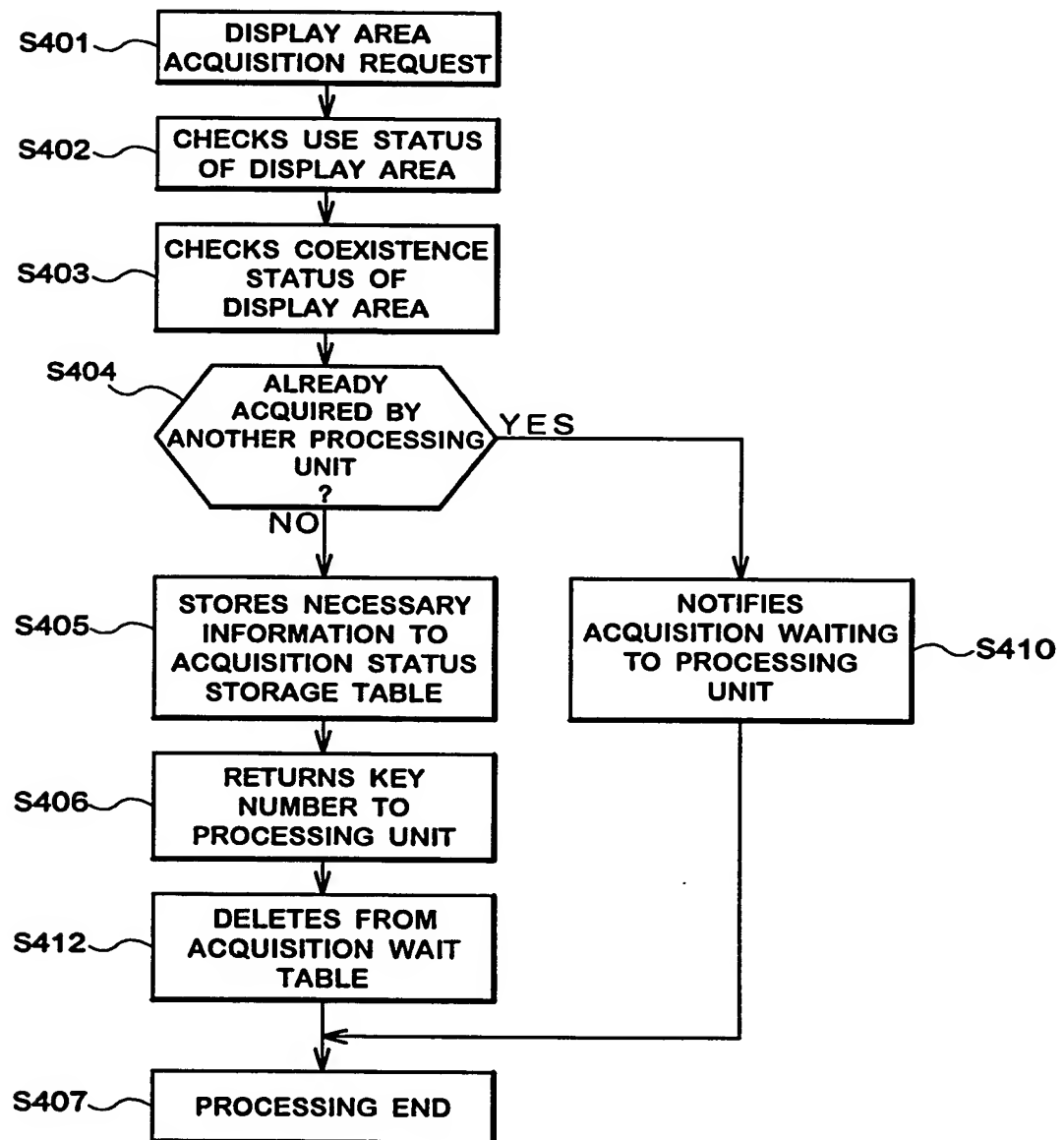
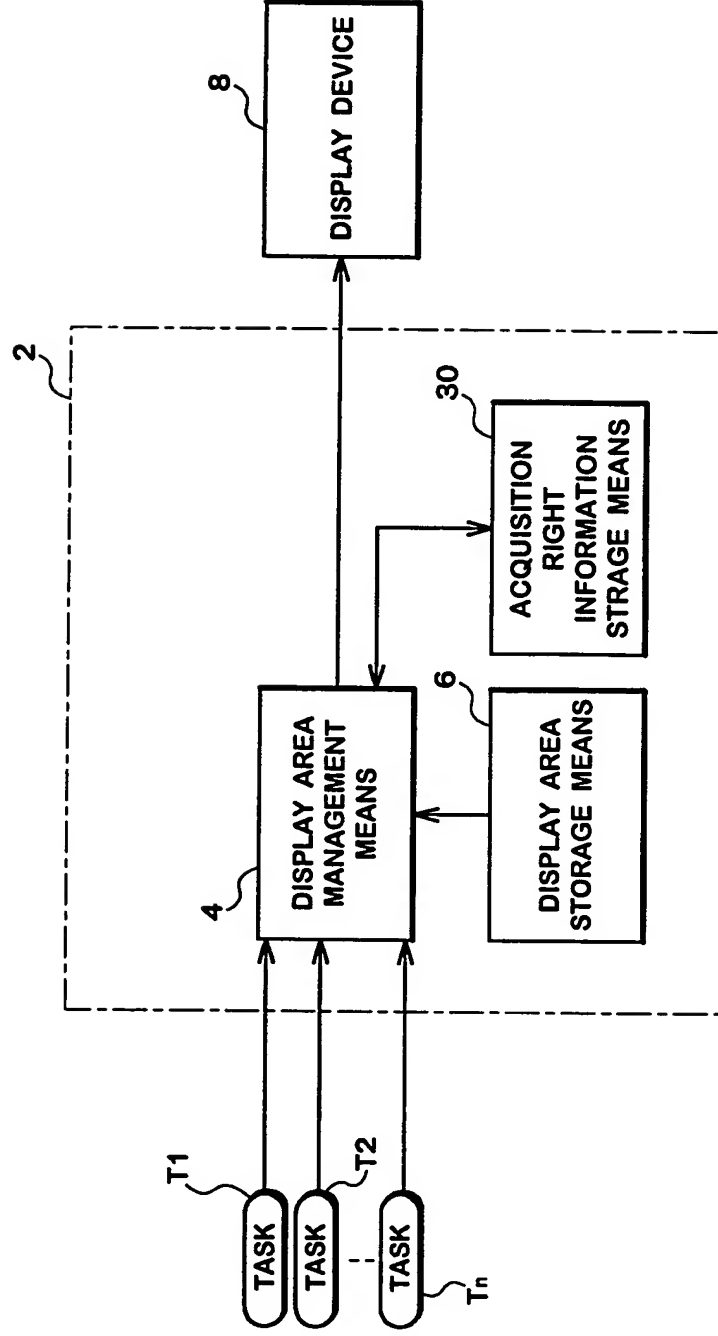


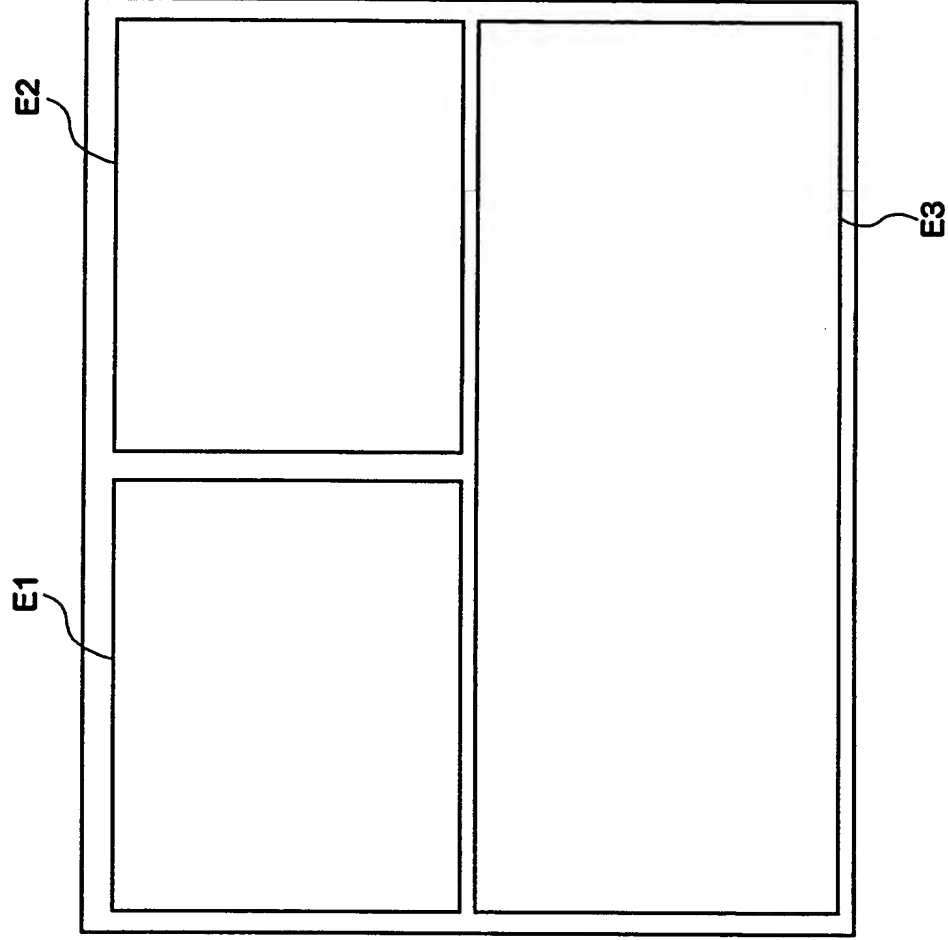
FIG.45

EIGHTH EMBODIMENT(GENERAL CONFIGURATION)



**FIG.46**

**DISPLAY AREA DEFINITION EXAMPLE**



## FIG.47

DISPLAY AREA DEFINITION TABLE

AREA	ORIGIN COORDINATE	WIDTH	HIGHT	REMARKS
E 1	(0, 0)	3 4 0	2 1 0	UPPER LEFT HALF SCREEN AREA
E 2	(3 4 0, 0)	3 4 0	2 1 0	UPPER RIGHT HALF SCREEN AREA
E 3	(0, 2 1 0)	6 8 0	2 1 0	LOWER HALF SCREEN AREA

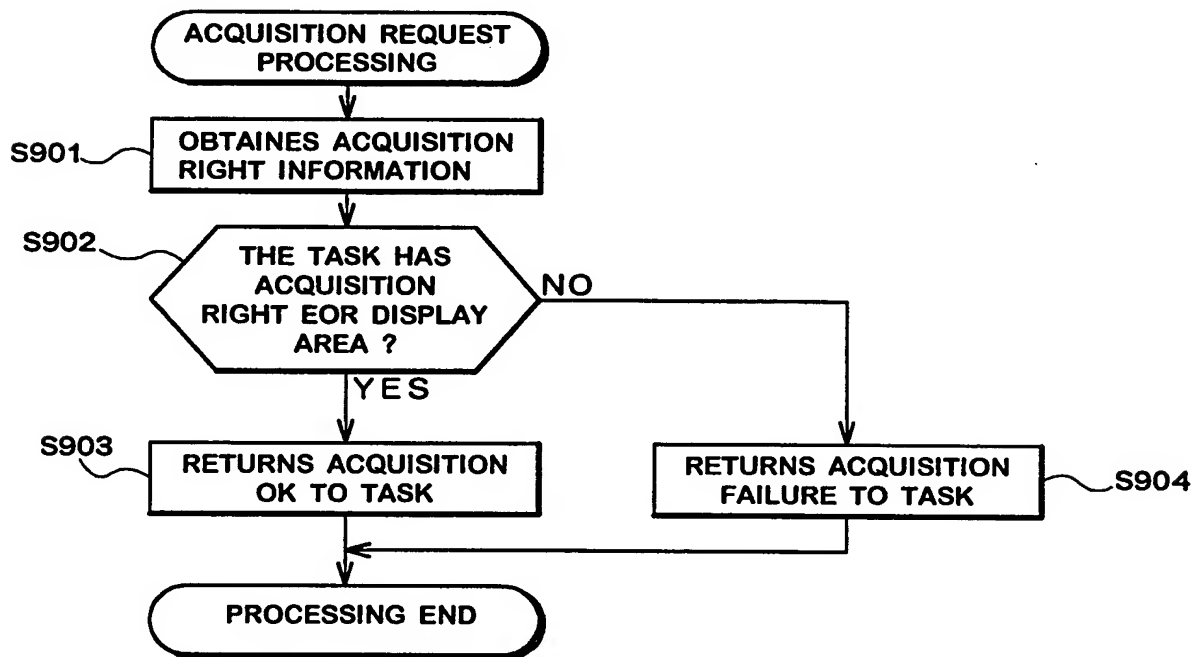
## FIG.48

ACQUISITION RIGHT INFORMATION TABLE

AREA	TASK
E 1	T 1
E 2	T 2
E 3	T 3

**FIG.49**

**EIGHTH EMBODIMENT  
(FLOW CHART OF ACQUISITION REQUEST PROCESSING)**



## FIG.50

ACQUISITION RIGHT INFORMATION TABLE

AREA	TASK
E 1	T 1. T 2. T 5
E 2	T 2
E 3	T 4. T 3

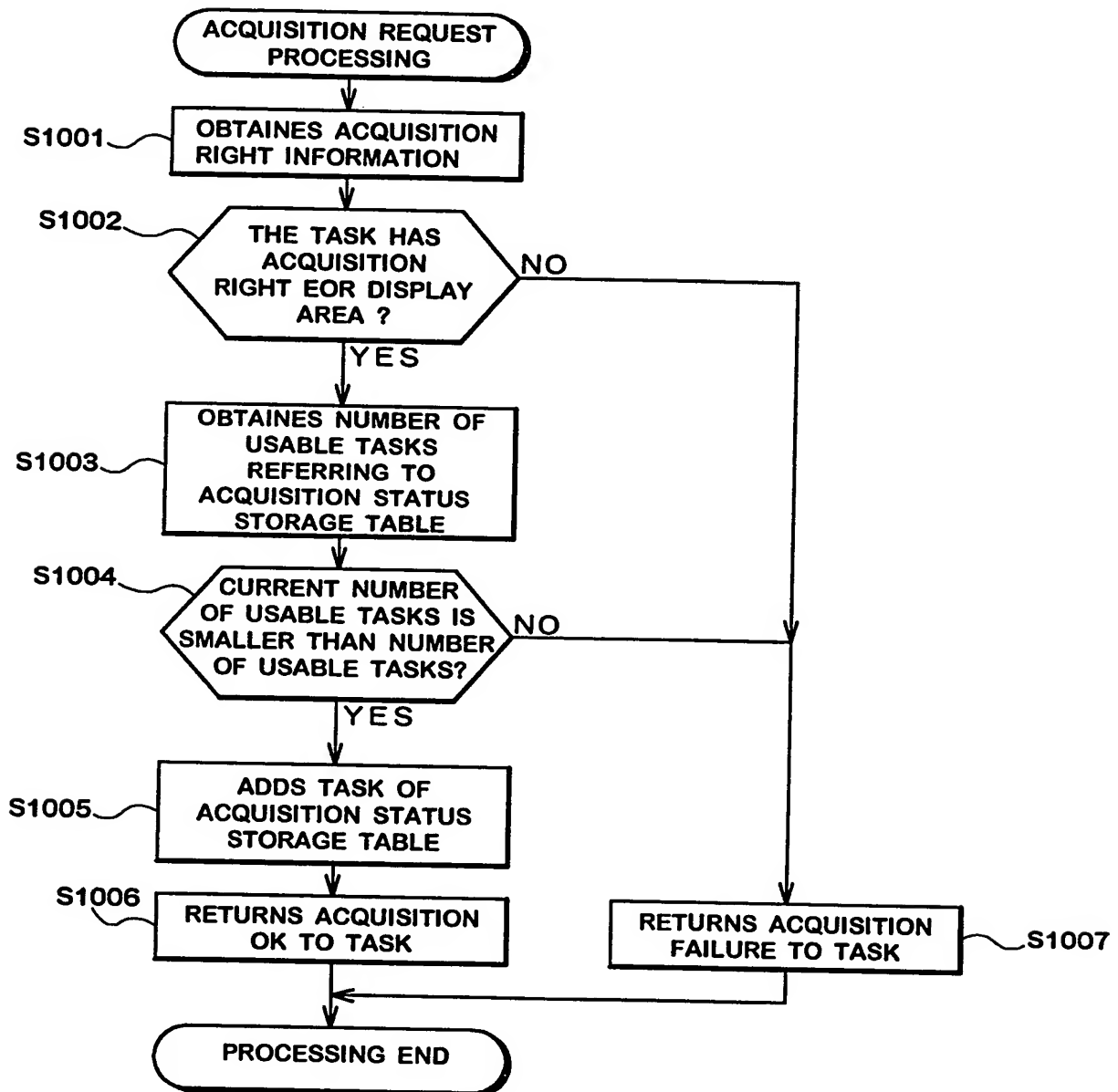
## FIG.51

ACQUISITION RIGHT INFORMATION TABLE

AREA	TASK	USABLE TASKS
E 1	T 1. T 2. T 5	2
E 2	T 2	1
E 3	T 3. T 4	2

**FIG.52**

**ACQUISITION REQUEST PROCESSING**





**FIG.53**

**ACQUISITION STATUS STORAGE TABLE**

AREA	TASK
E 1	T 1, T 2
E 2	
E 3	T 3